

## Cement Train

**Originates SP Xing with cement MT's. Working with the helper crew or the Crusher, picks up coal loads at San Jose. Runs to San Vicente via Damsite Jct., swaps loads for empties. Returns to Espee via SP Xing after setting out coal MT's at Mac St. Yard.**

### **Other Specific Instructions:**

“Grays and Reds” – the key to switching the Cement Train is in the color coding. Arriving at Sergeants, cut out your helper and leave the coal loads and the caboose in the siding. Take the covered hoppers down the branch, swap gray for gray, spotting inbound cement cars on the bulk loader spurs.

Return to Sergeants, swap cuts, leave caboose behind, being sure you have authority from the DS to occupy the main if the covered hoppers won't fit in the siding. Return down the branch, swap red for red.

Return to Sergeants, couple up to your train, get authority to run to Fallon where you can run around your caboose if you haven't done so already.

*\*\*Employee notes on the management version. The problem with this job bulletin is that you have to follow exactly what it says at one end of the run and ignore it completely at the other, and “they” don't tell you which is which. Of course! When you get the Cementpede up to Santa Cruz Portland Cement, follow the special instructions to the letter. Trust me on this one. But down at SP Xing...*

*If you are lucky your helper or the local switcher - the Crusher - is available to do most of the work. If you aren't then you won't pick up your helper until you are at the Apricot Spur in E. Rica and the Crusher will be busy elsewhere. It is then misery for both you and the yardmaster at Mac St. You end up having to run around a bunch of stuff a couple of times in the middle of his yard.*

*Send the helper (if you can get away with it, its an extra day's pay for the helper crew) or have the Crusher go over to WP Jct. and collect the coal cars. When it gets back, have the power pull out onto the main and up to the absolute signal at the crossing. Have the local or helper tack the Espee hoppers on the power. Entrain the helper between the cement and the coal. If you aren't picking the helper up until E. Rica, then back the train down on the coal cars and finally have the local tack the crummy on the back.*